

# Base Css

Base CSS Play+ Base Tokens: The Foundational Guide ■ Introduction ■ In Play+, design begins with structure. This document outlines the Base Tokens — the most foundational values in our design system. These tokens define the visual DNA of Play+, enabling us to create consistent, flexible, and accessible experiences across products, platforms, and brands. All base tokens reside in `styles/tokens/_base.css` and contain:

**Global Tokens** : The raw, context-agnostic values — the ingredients. The application of context — how these tokens map to brand, mode, or component use — happens separately, through theme files and derivation logic. This guide serves as a complete reference for what's available at the foundational level.

**1. Global Tokens (The Raw Palette)** ■ These tokens are consistent, platform-agnostic values that serve as the core primitives of the system.

Colors	Token Name	Default Value	Description
Default brand primary color	<code>--global-color-pink-500</code>	<code>#e91e63</code>	
	<code>--global-color-pink-700</code>	<code>#c2185b</code>	Darker variant for hover states
	<code>--global-color-blue-500</code>	<code>#2194f3</code>	Default secondary brand color
	<code>--global-color-deep-purple-500</code>	<code>#673ab7</code>	Extended theming option
	<code>--global-color-violet-500</code>	<code>#7c3aed</code>	Extended theming option
	<code>--global-color-royal-blue-500</code>	<code>#2563eb</code>	Extended theming option
	<code>--global-color-cyan-500</code>	<code>#03bdd4</code>	Extended theming option
	<code>--global-color-spearmint-500</code>	<code>#43bd90</code>	Extended theming option
	<code>--global-color-rose-500</code>	<code>#fa709a</code>	Extended theming option
	<code>--global-color-white</code>	<code>ffffff</code>	Pure white
Pure black	<code>--global-color-black</code>	<code>000000</code>	
	<code>--global-color-gray-50</code>	<code>#f5f5f5</code>	Lightest gray (backgrounds)
	<code>--global-color-gray-100</code>	<code>#eeeeee</code>	
	<code>--global-color-gray-200</code>	<code>#dddddd</code>	
Default border color	<code>--global-color-gray-300</code>	<code>#bbbec5</code>	
	<code>--global-color-gray-400</code>	<code>#a1a1a1</code>	Placeholder text color
Primary text color	<code>--global-color-gray-700</code>	<code>#6b7280</code>	
	<code>--global-color-gray-900</code>	<code>#111827</code>	Dark mode background
Success color	<code>--global-color-green-500</code>	<code>#4caf50</code>	
	<code>--global-color-red-500</code>	<code>#f44336</code>	Error color
Warning color	<code>--global-color-yellow-500</code>	<code>#ff9800</code>	
	<code>--global-color-blue-info-500</code>	<code>#2196f3</code>	Informational color

Note: These global colors are only defined for the base theme . Dark and HCM variants are derived dynamically — no duplication is needed here.

**Typography** ■ **Font Families**

`--global-font-family-display` : "PP Neue Machina" , sans-serif ;

`--global-font-family-heading` : "Mulish" , sans-serif ;

`--global-font-family-body` : "Inter" , sans-serif ;

**Font Weights**

`--global-font-weight-regular` : 400 ;

`--global-font-weight-medium` : 500 ;

`--global-font-weight-semibold` : 600 ;

`--global-font-weight-bold` : 700 ;

**Font Sizes**

`--global-font-size-xs` : 0.75 rem ;

`--global-font-size-sm` : 0.875 rem ;

`--global-font-size-md` : 1 rem ;

`--global-font-size-lg` : 1.25 rem ;

`--global-font-size-xl` : 1.5 rem ;

`--global-font-size-xxl` : 2 rem ;

`--global-font-size-xxxl` : 3 rem ;

**Line Heights**

`--global-line-height-tight` : 1.2 ;

`--global-line-height-normal` : 1.5 ;

`--global-line-height-loose` : 1.75 ;

**Spacing** ■ **Spacing Scale**

`--global-spacing-1` : 0.25 rem ;

`--global-spacing-2` : 0.5 rem ;

`--global-spacing-3` : 0.75 rem ;

`--global-spacing-4` : 1 rem ;

`--global-spacing-5` : 1.5 rem ;

`--global-spacing-6` : 2 rem ;

`--global-spacing-7` : 3 rem ;

`--global-spacing-8` : 4 rem ;

**Radius** ■ `--global-radius-sm` : 0.5 rem ; // e.g. tags

`--global-radius-md` : 0.75 rem ; // e.g. buttons

`--global-radius-lg` : 1.5 rem ; // e.g. cards

--global-radius-pill : 9999 px ; // full pill --global-radius-circle : 50 % ; // perfect circles Motion ■  
Durations --global-motion-duration-swift : 150 ms ; --global-motion-duration-standard : 300 ms ;  
--global-motion-duration-emphasis : 450 ms ; --global-motion-duration-slow : 500 ms ; Easing  
--global-motion-easing-standard : cubic-bezier ( 0.4 , 0 , 0.2 , 1 ) ; --global-motion-easing-enter :  
cubic-bezier ( 0 , 0 , 0.2 , 1 ) ; --global-motion-easing-exit : cubic-bezier ( 0.4 , 0 , 1 , 1 ) ; Elevation  
■ Shadows --global-elevation-01 : 0 px 2 px 4 px rgba ( 0 , 0 , 0 , 0.08 ) ; --global-elevation-02 : 0  
px 4 px 12 px rgba ( 0 , 0 , 0 , 0.1 ) ; --global-elevation-03 : 0 10 px 15 px -3 px rgba ( 0 , 0 , 0 , 0.1  
) ; --global-elevation-04 : 0 20 px 25 px -5 px rgba ( 0 , 0 , 0 , 0.1 ) ; --global-elevation-05 : 0 px 25  
px 50 px -12 px rgba ( 0 , 0 , 0 , 0.25 ) ; Iconography ■ --global-icon-size-sm : 16 px ;  
--global-icon-size-md : 20 px ; --global-icon-size-lg : 24 px ; --global-icon-size-xl : 32 px ; Notes ■  
These tokens are single-source values. They are not expected to change across brands, themes,  
or modes. All contextual mapping (brand, dark, high contrast) occurs in theme files or its derived  
runtime styles. To define or override context-aware styles, refer to the companion document: →  
[Play+ Themes: The Mapping Guide]